

Refactor encoding and decoding in NDN-RIOT and make it more usable to developers

- Existing NDN-RIOT:
 - NDN packet format 0.2
 - Some APIs are missing, e.g., name decoding
 - Too many dynamic memory allocation, which is highly not recommended by RIOT team
 - Not very developer-friendly: developers need to manually work on encoding and decoding process in some cases
- Goal: Make NDN-RIOT a better library to use
- A work in progress
 - We already re-implemented the basic block 0.3 encoding/decoding APIs, name APIs, Interest APIs
 - Refactor other modules (Data, Certificate, etc.)
- Requirement: C coding skills